

OF WAR AND MEN™

★★★★ WWII ★★★★★

RULEBOOK

VERSION 1.0



Netherhavin
Game Works

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I've always wanted to make a war-game.

For as long as I can remember, games have been a passion for me. As a young boy, my passion for army men led me down the road into the world of grand strategy and war-games. So many board and card games have influenced each of us on a deep level. For some, the association is certain games with family gatherings, game nights with college friends, or discovering a new side of themselves while in the dark dungeons of a fantasy world. Whatever the game was that spoke to you, the player, it imparted a bit of its soul onto your past and your gaming experience. *Of War and Men* is, from its inception, a passion project. It is a union of so many experiences from games in my past - games that I personally like, games that changed me on the deepest level. It has grown from over a decade of planning, into what you have in your hands today. This is a slice of the past, what my life as a gamer has left upon me. In the process, as more family, friends and play-testers got involved, the game has evolved to include parts of their soul, their chutzpah. I've always wanted to make a war-game, and in this goal, the evolution of many lives have joined together to share themselves and their gaming experiences with you.

Of War and Men is a hybrid. It takes elements of historical accuracy and infuses them with strategic game-play and accessible strategy. It allows gamers who are new to war games to compete with the battle-hardened veterans of the past. It can be played with various levels of difficulty, and is designed to evolve with the gamer as they learn its systems and master its layers. I wanted to make a game that had personality - something that made you care for the units involved. Each of us have strengths and weaknesses. It was my goal to allow those glorious character traits in ourselves, those that make up our essence, influence our choices. That scrappy, trigger-happy, noisy Private is someone you want to see live through a firefight. This character makes the game mean more than a simple choice of sacrifice to win an objective. My hope is that you, the gamer, put yourself in their boots, and learn something about yourself in the process.

I've always wanted to make a war-game, but it wasn't until I made *Of War and Men* that I learned I wanted more than to just "make" a war-game. I wanted to create a shared experience, capable of telling stories - memories that you can return to for years to come.

Cheers,

GAME OBJECTIVE

In *Of War and Men: WWII*, players use their soldiers to fight as Fireteams trying to achieve an objective outlined on a chosen Mission card. They must battle across various and often treacherous terrain, engage enemy Fireteams, and overcome the chaos of war in order to win the day. Each game session will vary, but in the end, your true objective is to keep your soldiers alive to fight another day.

LIVING RULES:

As with many war games, rules will evolve over time due to player feedback and game mechanic changes. The most up-to-date rules will always be found on our website, www.netherhavyn.com.

COMPONENT LIST:

- 192:** Core Deck Cards
- 136:** Soldier Cards (including the Finnish)
- 12:** Additional Terrain Cards
- 9:** Double-Sided Field Cards
- 8:** Double-Sided Mission Cards
- 4:** Order of Operations/Player Reference Cards
- 1:** Double-Sided Artillery Card
- 109:** Double-Sided Fireteam Token Cards
- 8:** Entrench/Jammed Weapon Token Cards
- 8:** Covering Fire/Stealth Token Cards
- 4:** Double-Sided Sighted Token Cards
- 4:** Double-Sided Smoke Token Cards
- 2:** Double-Sided Star Shell Token Cards
- 2:** Double-Sided Satchel Charge Token Cards
- 1:** Double-Sided Supply Truck Token Card





BOOT CAMP



Listen up soldier... we can't just send you out into war unprepared. Use this short training manual to help get ready for the real deal! (P.S. - we have helpful teaching videos loaded on our YouTube channel from our website: www.netherhavyn.com).

1) Place 3 Field Terrain cards on your playing surface in a vertical row.

2) Place the shuffled core deck to the side of this miniature map.

a) There are 192 cards in the core deck. This provides every possible combination of dice results that could occur with a d4, d6, and d8. You will notice the dice results on the bottom right of every card that comprises the core deck. The red triangle represents the d4. The green square is the d6, and the blue diamond is the d8.

b) These 192 core deck cards contain a white number on the bottom left and do not include Mission cards, the Artillery or Supply Truck, the other soldiers, Mission-specific Terrain cards, Field Terrain cards, or Token cards.

3) There are four Standing Orders that a player can use during their turn. The Standing Order is listed at the top of the Order card. On each Fireteam's turn, a player is allowed two Standard Actions. Find a card for each of the following and set it out to review.

Attack: Allows soldiers in a Fireteam to shoot at one of their opponent's Fireteams. Before you attack, you should determine if your soldiers are at an effective range!

Entrench: Allows the active Fireteam to fortify the Terrain they are currently occupying. Any Terrain may only have one entrenchment on it at a time.

Maneuver: Allows players to move their Fireteams around the map. Fireteams may only move from their current Terrain into an adjacent Terrain card.

Rally: Used to order soldiers in your Fireteam to continue fighting if they are suppressed.

4) Practice moving your Fireteams first:

a) Place a Fireteam Token card on the bottom Field Terrain card you laid out previously. Make sure the black border is facing up. This indicates your Fireteam is not moving.

b) Discard a Maneuver Standing Order into a discard pile next to your core deck. This begins the movement. Your Fireteam is now moving across their Terrain to enter a new Terrain.

i) Indicate this movement by flipping the Fireteam Token card to the side with the green border. Notice there is an arrow on the card. Place the arrow to point in the direction of the Terrain card you would like to enter (In this Boot Camp scenario, you will move directly forward. In actual game play, squads can move vertically, horizontally, and diagonally.).

ii) The green border indicates your Fireteam is on the move. Notice too that they now show a negative 2 to their defense and a Double Discipline icon for if they attack. We will get to those features in the Firing Sequence for an Attack Standing Order.

c) To complete your movement on this turn, you must either play another Maneuver Standing Order or use a Command Decision with the recently discarded Maneuver Standing Order that would allow you to "Double Time" into the Terrain (explained more below).

d) If you choose to play another non-movement related action instead of finishing the movement on this turn, your Fireteam will continue to move into the Terrain on their own. As play continues down the Initiative track, time is passing, so when it becomes their turn again, they will complete their movement into the designated Terrain card without it costing the player a Standard Action.

e) For this Boot Camp practice, let's say you played another Maneuver Order card into the discard pile. Finish moving your Fireteam into the new Terrain and flip them back to the side with the black border.

5) Look at a few Terrain cards.

a) You will notice they contain the three dice at the bottom right of the card (we call this CCS for Card Command System).

b) In normal play, you are able to play Terrain as one of your standard actions on your Fireteam's turn. This allows you to build the map as you play. Terrain can help, hinder, or do neither for any Fireteam on the map, depending on how players use it. It must be noted that you cannot place Terrain if your line-of-sight is blocked (see blocked line-of-sight in rule book).

c) On the right hand side you will see icons. Each Terrain card has a defense modifier icon and an attack modifier icon. These will come into play when you are doing a Firing Sequence (explained later). Some Terrain cards also contain no-stealth and/or blocked line-of-sight icons.

i) A no-stealth symbol means that a Fireteam cannot go into stealth while in this Terrain, nor can they maintain their stealth if they move into this Terrain.

ii) A blocked line-of-sight icon does just that - it blocks the line-of-sight through this Terrain. You cannot attack through a Terrain that blocks line-of-sight (more detail on this is in the rule book).

d) Finally, you will notice a cross-hairs icon located somewhere on the graphic picture on the Terrain card. This is how you determine line-of-sight for attacks. You draw a straight line from the center of one icon to the center of another (you can use any straight edge for this). If your line crosses any part of a Terrain card that contains a "blocks line-of-sight" icon, you can not attack that direction (more details on this in the rule book).

6) Now, look back at your Order cards - the ones with the words Attack, Entrench, Maneuver, or Rally on the top. Halfway down you will see more text. This is called a Command Decision. This represents an Immediate Action and is a free action. Remember, each Fireteam gets two Standard Actions a turn. If you do a free action, it does not count against this total - it's free!

a) You must choose between using a Standard Action by using the Standing Order at the top of the card, or using a free action by using the Command Decision in the middle of the card. You cannot use both.

b) Unless otherwise stated on the card, you may play the Command Decision at any time in any phase - it executes immediately (see "execute" and "Immediate Action" in the glossary of the rule book).

7) Next, you should look at the soldier cards in this game. Choose one to examine more closely.

a) For the first edition of "Of War and Men: WWII" we have 5 nationalities represented: U.S.A., Finland (a Kickstarter stretch goal), Germany, Poland, and Russia.

b) Each nationality, except Finland, has two divisions represented in this game.

c) The top of each soldier card has their nationality icon, soldier art, a name, their division badge, as well as a dog tag that contains their rank, name, where they are from, and their point total (this helps determine victory).

i) Above the name, their rank is listed. A Leader is any rank above a Private (see Leaders in the rule book).

d) On the left of the soldier card you will see the Weapon Damage Grid. This indicates the weapon this soldier is fighting with. Under that is a list of numbers that contain CCS symbols next to them. Those show the lethality of that weapon at that range.

e) On the right of the soldier card you will read the individual traits this soldier has - making him unique. We recommend that players not use these traits when first learning (see Levels of Play in the Overview of the rulebook).

f) Along the bottom of the card is the soldier's Resolve, Discipline, and Vitality.

Resolve: This represents a soldier's guts, determination, and courage. In a Firing Sequence, if your soldier is not killed, but the opposing Firing Sequence beats your soldier's Resolve - they are suppressed (ducking down and taking cover).

Discipline: A soldier's mental strength and fortitude. The higher the dice type, the lower the Discipline. A soldier with a d8 for Discipline is newer to battle, or is not as seasoned or as tough as a soldier with a d4 for Discipline.

Vitality: A numerical representation of the life force of a soldier. If this is met or exceeded, that soldier is killed and removed from the game.

Alright soldier! Now let's practice using the Firing Sequence. This is one of the most important aspects of the game next to understanding the Card Command System (outlined in the Overview of the rule book). You can practice this on your own, or you can do this with another player.

1) Replace the top Field Terrain card and the Bottom Field Terrain card from the map we previously created with a Hill Terrain card and a Road Terrain card respectively.

2) Shuffle all other cards back into the core deck and place to the side of your small map.

3) Pick a Fireteam Token card and place it on the Hill Terrain card. Pick another Fireteam Token card from another division and place it on the Road Terrain card (for this Boot Camp session it can be any Fireteam from any nationality).

a) Make sure both Token cards have the black border facing up and are opposing each other (make them face each other across the Field).

4) Choose one soldier from each division for the Fireteam Token cards you selected. This is the soldier you will practice the Firing Sequence with.

a) If you are practicing Boot Camp alone, just set aside one soldier card for the moment as you proceed as "Player 1".

b) If you are playing with another person, each of you take your soldier card and place it in front of you. Double check to make sure your soldier card division matches your Fireteam Token division.

5) Randomly choose which player will go first (in an actual game, you will use the Initiative Track order to determine this).

6) Now, each player draws 7 cards from the core deck in order of who is going first.

a) Make sure that each player got an Attack Order card. If you didn't draw an Attack Order card - find one in the deck for the purposes of this Boot Camp practice (in normal play you don't have this condition).

7) Player 1 will discard their Attack Order card into a discard pile next to the core deck.

a) Next to the word Attack will be a CCS symbol of red, green, or blue. This will indicate the CCS you will flip to determine how many attacks you will be allotted for this action. For Boot Camp, we will ignore this.

8) Normally in an Attack Order, you would also determine your target by flipping CCS based on how many soldiers are in the opposing Fireteam (outlined in detail in the rulebook).

For this Boot Camp simulation we will ignore that as we already have our target. It should be noted however, that in regular play, if you only have one soldier to attack, you still flip CCS for targeting because you are simulating time passing by using the deck.

9) Player 1 will commence with their Firing Sequence. These are the cards that are flipped when your soldier is attacking. This indicates the lethality of the weapon being used, the Discipline of the soldier, and the Terrain modifiers that apply to the attack being made.

Note: All cards for the Firing Sequence should be temporarily piled in front of the current player who has played the Attack Standing Order. This helps keep track of the cards being used for this event in case any Random Effects, jammed weapons, or wounds are thrown in the mix. After this event is concluded, place all of these cards on top of the discard pile.

Lethality at Range:

The range determines the lethality of the weapon your soldier is attacking with. Count the Terrain spaces between your Fireteam and the targeted enemy Fireteam (hopefully you did this before attacking). Do not include the Terrain your Fireteam currently occupies but do include the Terrain the targeted Fireteam occupies.

a) The result is the range. Then look at the soldier card's Weapon Damage Grid for the attacking soldier. Use the range to determine the CCS lethality.

Example: If the range is 3, locate the "3" along the Weapon Damage Grid on the soldier card. Next to the weapon range will be one or more CCS symbols. These symbols are used to calculate damage.

b) Once the CCS symbols for range have been determined, players will flip the designated number of cards from the core deck into the pile in front of them. Players add the CCS results together as they flip to determine the damage from that soldier's weapon.

For example: Private First Class Evans has a CCS green and a CCS blue at a range of three. Flip the top card of the core deck. Read the green result. Flip the next card in the core deck. Read the blue result and add the blue result to the green result. This total is the damage the weapon deals (green + blue = lethality).

Discipline:

You must then subtract Discipline for the attacking soldier.

For example: Private First Class Evans has a Discipline of red. Flip the top card of the core deck and subtract the red result from the total you got using the green + blue CCS results in the step above (green + blue - red).

Terrain modifiers:

After determining the result of the soldier's lethality and Discipline (green+blue-red), add or subtract any Terrain modifiers for attack and defense for the Terrain that your attacking soldier occupies as well as the Terrain the targeted Fireteam occupies.

For example, if your soldier is on a Hill, he gets a +3 to attack. Then subtract the defense from the Terrain card that the enemy soldiers occupy. If they are in a Road, they receive a +1 to defense, which means you must subtract 1 from your attack. This will end the Firing Sequence (green+blue-red+3-1).

10) Attack Resolution. If the result of the Firing Sequence equals to or is greater than the enemy soldier's Vitality, that soldier is killed.

a) Remove killed soldiers from the game.

b) If the result is less than the Vitality but equal to or more than the Resolve, that soldier is suppressed. The targeted soldier card will be turned so the suppressed icon is facing up.

11) Now, have Player 2 return fire by playing an Attack Order card and following the steps for the Firing Sequence outlined above.

a) If the soldier for Player 2 was killed, you can still let them practice a Firing Sequence.

b) If the soldier for Player 2 was suppressed, when they attack, they will have to flip Double Discipline during the Firing Sequence because their soldier is crouching down to avoid enemy fire.

Note: This outlines the very basics of a Firing Sequence. There are more layers of play to add in as players get accustomed to the mechanics of the game. You will need to review the rule book for all these scenarios.

Ok soldier, you've made it through your basic training and are ready to head out to the field of battle. Choose your Mission, choose your squad, and plan your strategy.

OVERVIEW

“Of War and Men: WWII”, is a squad-level combat game that focuses on the strengths and weaknesses of individual soldiers in the chaos and strategy of war.

The essence of this game is for players not to look at their soldiers as just numbers, but as the men and personalities they actually are. You aren't just sending in card #2; rather, you are sending in Corporal “Pokey” Johnston who makes you crazy because for some reason, in this game session, he can't seem to hit the broadside of a barn. Then, using the Act of Valor card, he pulls off the most amazing shot of the game, taking out the other side's leader and turning the tide of battle. Now, you really don't want him to die. You feel like you know him.

LEVELS OF PLAY

“Of War and Men: WWII” can be played at three different levels (really, you can play however you want - but this is our humble suggestion). The “levels” do not change the mechanics of the game. They allow for more or less complexity, and more or less things to remember while playing the game. Choose your rank:

1) Private (beginner): For the first time player, it is recommended that you use only the Standing Orders on the Order cards (top of Order cards). You should not use any of the Command Decisions (Immediate Actions on the lower-middle of Order cards) or any of the soldiers' traits (strengths and weaknesses located on the right side of soldier cards) until you get a feel for how the game mechanics work.

2) Lieutenant (intermediate): After you get used to the game, the Command Decisions can be added. This adds another layer of strategy and complexity into the game.

3) Colonel (advanced): Once you are very familiar with the game, you can add in the soldier traits. Now you have all parts of the game to consider when creating your battle strategy.

ESSENTIAL MILITARY TERMS

In this game, there are many military terms. We have provided a Glossary to help. Here are some terms you may need to get started:

Allied Powers (Allies): This is the name generally give to the countries opposing the Axis forces in WWII. It began in 1939 with France, Poland, and the United Kingdom (including dominions of the British Commonwealth). As with the Axis, the countries involved in the Allied forces were fluid and changing. Throughout the war, many other countries joined the Allies, including but not limited to the Netherlands, Belgium, Greece, the Soviet Union (after being invaded by Germany), the United States, and China.

Axis Powers: This name was adopted in 1940 and represents, in general terms, the countries working to defeat the Allies. As with the Allies, the countries involved in the Axis forces were fluid and changing. The most well known countries included Germany, Japan, Italy, and (later) the Soviet Union - though after Germany invaded the Soviet Union, they switched to the Allied side. Many other countries were part of the Axis as well, including but not limited to, Hungary, Romania, Slovakia, and Bulgaria.

Division: A segment of a nation's military - (101st Airborne, Rangers, etc.).

Squad: A group of soldiers within a Division who help carry out Missions. Your Squad is made from your Division.

Fireteam: A small group of soldiers made from your Squad who are given specific tasks to accomplish within a Mission. A minimum of 1 soldier and a maximum of 8 soldiers are allowed in a Fireteam. Each Fireteam must contain at least one Leader at the start of the game. You build 1-4 Fireteams from your squad.



CARD COMMAND SYSTEM:

This is the unique engine that drives this game. It is important that a player become familiar with CCS before reading the rest of the rule book. After reading this manual, if you still want to better understand CCS, go to www.netherhavyn.com or our YouTube channel and watch the tutorial videos on CCS and the game.

CCS, involves flipping cards from the core deck and reading, adding, and/or subtracting pre-rolled dice outcomes found on the card to determine the result of actions and events. On the bottom of every card in the core deck are three symbols that represent dice (red triangle = d4, green square = d6, blue diamond = d8). These "dice" have been pre-rolled and placed on the cards. Every one of the core deck cards has a different outcome of dice. Players do not physically "roll" dice, but rather they flip cards from the core deck and use the corresponding number(s) taken from the dice symbols at the bottom of the card. Only one dice per card can be used and the sequence of these cards is determined by the scenario occurring (specific details are laid out in this rule book).

This system is designed to represent lethality-over-time through accuracy and the rate of fire in war. In this specific game, by utilizing the CCS system, your deck becomes your timer and is why you must flip cards instead of rolling your own dice. Each Mission card indicates the number of decks you should play through for that particular scenario. You can, of course, also play until one entire squad is taken out, or to any designated endpoint players choose and agree upon.

CCS is also used to determine which soldier you are targeting in an enemy Fireteam. To do this, use the size of the enemy Fireteam to determine the CCS color to be used. For example, if the enemy Fireteam contains 4 or less soldiers, use CCS red (d4), 5-6 soldiers, use CCS green (d6), and 7-8 soldiers, use CCS blue (d8). The result of the CCS flip will tell you which enemy soldier is your target.

Note: Sometimes, you might have less enemy soldiers in the targeted Fireteam than there are numbers in the CCS dice type. For example, there may only be 3 enemy soldiers, but you flip CCS red which is a d4. If the result of the flip is a 4, continue to flip CCS red until you get a valid result matching the number of enemy soldiers (in this example, a 1-3). If there happen to be two soldiers, you can use a single card to decide between the two soldiers. Flipping a 1 or 2 results in soldier one being the target, and a 3 or 4 results in soldier two being chosen. You could also declare that flipping an “even” number results in soldier 1 being the target, and an “odd” result will target soldier 2 - as long as you are flipping CCS to get your target.

If there is only one soldier, you will still flip one card, but you can disregard the actual numerical outcome, as long as you flip a card to “burn time.” This is a game built around hand management and the deck is acting as a timer, so you will still flip the card into the discard pile even though you know which enemy soldier you will be targeting.

LETHALITY-OVER-TIME

Lethality-over-time is represented through flipping cards from the core deck. Events happen over a period of time. By flipping cards, we are showing that time is passing while these actions occur. For example, while a soldier is attacking, he is not shooting just one bullet. He is shooting as many rounds as he can, and the “roll” or flip of the cards determines if one of the bullets finds its mark. In some situations, a soldier may fire four or five rounds, but then his weapon jams. He must take time to unjam the weapon before firing again. The Card Command System forces the player to flip cards to represent time passing, problems that can occur, and the rate of fire for each weapon.

DISCIPLINE

“Discipline” is the other unique feature of this Card Command System. Each designated soldier card for the game has Discipline. This represents the level of training and the mental stability of the character. It is depicted by the same dice of d4, d6, or d8 as seen on the other cards. The more Discipline a character has, the lower the dice type. The less Discipline a character has, the more “green” or inexperienced the character is, the higher the dice type.

Discipline in a Firing Sequence: During a Firing Sequence, a soldier must subtract their Discipline (by making a CCS flip of a card from the core deck). This represents the mental fortitude of this soldier in this battle against the unpredictable events that can occur in war. For example, while a soldier is firing at an enemy squad, any number of variables can occur to “throw off” their attack - dirt blowing in their eyes, bombs going off, a friend next to them being shot - the general chaos of war. The Discipline flip represents all these chaotic possibilities and how the soldier responds to them. Obviously, a soldier who has been in battle longer, has more training, will have more Discipline in a tough situation. This is why their dice type is lower (d4) and they will only ever have to subtract a low number (1-4), whereas a soldier who just joined the squad or who just finished basic training, will have a higher likelihood of reacting poorly - so their Discipline result can fall anywhere from a 1 to an 8 (CCS blue).

Discipline Check: A Discipline Check is a flip of CCS to determine if a soldier can complete the task at hand. This is different from subtracting Discipline in a Firing Sequence as a Discipline Check can occur in various times throughout game play. If a Discipline Check is called for - it will be designated on the card or in the rule book for the action, event, or effect occurring.

For example: *If a soldier's weapon jammed in a Firing Sequence, then during the Assessment phase of play, the soldier makes a Discipline Check in an attempt to unjam their weapon by using CCS. Successful Discipline Checks happen when the CCS flip results in a 1 or a 2 (based on the dice type of a soldier's Discipline). Any other result means failure and they will need to wait until the next Assessment phase to try again (unless they have a Command Decision that can help them out).*

Note: *It is important to note that some soldiers have personality traits that will help make their Discipline Checks more or less successful.*

Note: *A Discipline Check does not count as a Standard Action except in the case of the Mission “The Road to Ruin” when attempting to fix the Supply Truck. Otherwise, Discipline Checks are free actions - they don't count against a player's two Standard Actions per turn per Fireteam.*

Double Discipline: If Double Discipline is called for, a player must flip 2 cards and add both results together to get their Discipline total. That total is then subtracted from the event occurring at the moment.

***For example:** If a Fireteam loses all their Leaders (Leaders are any rank except Private), then the remaining soldiers suffer Double Discipline on any situation that requires Discipline.*

CARD ICONS

The cards in this game have various icons which players need to become familiar with.



Advantage: Indicates a weapon or condition gives this soldier advantage (or a positive when totaling a soldier's advantages against another soldier's advantages) in an assault.



Attack Modifier: Indicates a positive or negative modification to attack in an attack.



Bomb Icon: Used to indicate an explosive device has been set in that Terrain card. A Discipline check is required to defuse the bomb.

Card Command: Indicates player must use the Card Command system (CCS) as designated.



CCS Red: Symbolizes a four-sided dice.

CCS Green: Symbolizes a six-sided dice.

CCS Blue: Symbolizes an eight-sided dice.



Defense Modifier: Indicates a positive or negative modification to defense in an attack.



Disadvantage: Indicates a weapon or condition gives a soldier disadvantage (or a negative when totaling a soldier's advantages against another soldier's advantages) in an assault.



Discipline Check: Indicates a soldier must flip their CCS Discipline. Unless otherwise stated, a successful Discipline Check is a result of 1 or 2.



Jammed Weapon: Indicates a weapon that cannot fire due to malfunction. It must be repaired before it can be used again.



Line-of-sight cross-hair: Indicates the general position of the occupying Fireteam. It may be located in several predetermined locations on any given Terrain card.



Blocked line-of-sight: Indicates that this Terrain blocks a clear line-of-sight to another Terrain and therefore prohibits attacks or Terrain placements.



No movement: This icon is specific to the Lake Terrain card and indicates a Fireteam cannot move into this Terrain. They must proceed around it.



Random Effect: Indicates an event (most often a soldier trait) must immediately disrupt a Firing Sequence.



Range modifier: Indicates a modification to the range your soldiers can see and therefore attack into effectively. If soldiers attack outside this range, they must use Double Discipline in their Firing Sequence.



No-stealth: Indicates a Fireteam cannot go into stealth while in this Terrain, nor move into this Terrain and maintain their stealth. If a Fireteam moves into a Terrain with this icon while in stealth, remove their stealth token card.



Visibility (Single Terrain): Indicates the Star Shell and its effects are only in the Terrain the Token is located.



Visibility (Surrounding Terrain): Indicates the Star Shell and its effects are in each adjacent space as well as the Terrain the Token is located.



Wound: Indicates that if a soldier is hit by a Firing Sequence (and not killed), and the result of that Firing Sequence is a positive number, they are wounded and not suppressed.

CORE DECK CARDS



The core deck is comprised of Order cards and Terrain cards and is used as the timer for Mission cards. This is also the deck you draw from during game play.

ORDER CARDS

These cards are used to control each Fireteam. Each Order card has the Standing Order at the top of the card. This Order counts as a Standard Action.

- 1) **Standing Order:** Indicates the type of Standard Action a Fireteam may take.
- 2) **CCS strength:** If present, indicates the dice type of the CCS being used.
- 3) **Command Decisions:** Indicates the Immediate Action a Fireteam may take instead of using the Standing Order. Command Decisions are Immediate Actions that can be played at any time unless otherwise noted.
- 4) **Card number:** Each card in the game has an identification number.
- 5) **Card Command System:** Indicates the pre-rolled CCS outcome.
- 6) **Event Icon Location:** See the “Card Icons” section.

TERRAIN CARDS

Terrain cards are the land in which the battle is being fought. These cards are laid out horizontally and are used to create and fill in the map. One Terrain card represents a piece of land that is 100x100 yards.

- 1) **Terrain title:** This identifies the type of Terrain on the card.
- 2) **Card number:** Each card in the game has an identification number.
- 3) **Terrain icons:** See the “Card Icons” section.
- 4) **Line-of-Sight Icon:** See the “Card Icons” section.
- 5) **Card Command System:** Indicates the pre-rolled CCS outcome.

FIELD TERRAIN CARDS

These are cards set to the side of the map along with Token cards. Field Terrain Cards have no positive or negative modifiers to attack and defense. Any open map position on your map is considered a Field Terrain until someone uses a Standard Action to fill that spot with a different Terrain card. You only place a Field Terrain card if a Fireteam moves into a blank map position.



MISSION SPECIFIC TERRAIN CARDS

These 12 cards are identified by their card number and the letter A at the bottom of the card and are NOT included in the core deck during play. They are used to build the map for specific Missions only, and if they are not being used, should be set aside.



SOLDIER CARDS

Captain
EISENBERG
U. EISENBERG
Munster, GERMANY
PTS: 11
WAF MEN

GERMAN ARMY HIGH COMMAND
MP40
Submachine Gun
*** DAMAGE ***
7: N/A
6: N/A
5: N/A
4: N/A
3:
2:
1:

COMMAND RADIUS:
Once per round, may immediately rally soldiers in friendly Fireteams at range 2 or less.

FOOLHARDY:
Fireteam's attacking Terrain bonus is always reduced by 1 (cannot be lower than zero).

RESOLVE 9 **DISCIPLINE** **VITALITY** 12

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PRIVATE FIRST CLASS
VASILIEV
PFC V. VASILIEV
Stalingrad, RUSSIA
PTS: 7
WAF MEN

RED ARMY HIGH COMMAND
Mosin-Nagant 91/30 PU
Bolt-Action Sniper Rifle
*** DAMAGE ***
7: N/A
6:
5:
4:
3:
2:
1:

CAMOUFLAGE:
Attacking alone while in stealth does not cause this soldier's Fireteam to lose its stealth status.

FATALIST:
This soldier requires 2 assigned Rally Orders to remove suppression.

RESOLVE 7 **DISCIPLINE** **VITALITY** 11

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1) **Nationality icon:** The nation that the soldier is from and fighting for in the war.

2) **Soldier rank:** The level of command the soldier has achieved. Ranks are listed below in order:

Note: These ranks indicate a soldier is “in command” of a Fireteam. If a player has both a Sergeant and Captain in their Fireteam, the Captain is in command because he ranks higher.

Private (Lowest Rank)

Private First Class

Corporal

Sergeant

Captain (Highest Rank)

3) **Soldier name:** This is the soldier's name. Some soldiers have nicknames.

4) **Flavor text/hometown:** Where the soldier is from in their country of origin.

5) **Division icon:** The division a soldier is part of.

6) **Soldier number:** The soldier number within a division. Each division may contain a different amount of soldiers.

7) **Soldier point total:** A number used to calculate victory conditions at the end of the game and used to determine how many soldiers can be in your squad.

8) **Weapon:** The weapon a soldier is using.

9) **Weapon Damage Grid:** The lethality a weapon will have at a designated range.

- 10) Resolve:** A soldier's guts, determination, and courage. If this number is met or exceeded in an attack, the soldier is suppressed.
- 11) Discipline:** The level of training and the mental stability of the soldier.
- 12) Vitality:** The life force of the soldier. If this number is met or exceeded in an attack - the soldier is killed and their card is removed from the game.
- 13) Soldier traits:** The individual strength and weakness of the soldier. They can be found on each Soldier Card. Execute these traits as written.
- 14) Suppressed:** When the card is turned horizontally so this faces up (see Resolve), this represents a soldier who is ducking down and cannot move, but can attack using Double Discipline. If this soldier's Resolve is met or exceeded in an attack while the soldier is suppressed - that soldier is routed and you remove the card from the game.
- 15) Wounded:** When the card is turned horizontally so this faces up, this represents a soldier who is wounded and cannot attack, but can move. An attack must still beat this soldier's Vitality in order to remove them from the game.
- 16) Crewed weapon/sniper scope grid:** (only on the far right side of the Weapon Damage Grid of certain soldiers) The damage the weapon will do at a designated range if a soldier uses a sniper's scope or crews a machine gun.

Note: For the first edition of *Of War and Men: WWII*, we have 5 nationalities represented: U.S.A., Finland (a Kickstarter stretch goal), Germany, Poland, and Russia. Within each army there are divisions (only one for the Finns) which you can read about in the "Other" section of this rulebook. Look for additional nationalities in the upcoming *Of War and Men: WWII - Frontline*.

Notes on playing your soldiers: Each soldier has a strength (something they excel at) and a weakness (something they struggle with). Sometimes they will trigger and sometimes they will not - you must be aware of them at all times - just like a leader in battle must be aware of their troops if they want to be effective. We suggest when playing the game for the first time, you do not use the strength and weakness traits. Learn the mechanics of the game first, then apply the extra layers (see "Levels of Play").

Note: While in reality, each nationality had very distinct rank structures and naming conventions, for game-play purposes, they have been translated into the soldier ranks listed.

MISSION CARDS



- 1) **Mission Name:** The title of the Mission.
- 2) **Mission-specific Combat Operation:** The Command Decision specific to this Mission only. Usable with the Command Decision "Combat Operation" found on some Order cards.
- 3) **Top-of-round action:** This represents an event that occurs during the Assessment phase in this specific Mission.
- 4) **Deck timer:** This shows how many core decks a Mission suggests the game run through before time is up.
- 5) **Compass:** Used to indicate direction for the map.
- 6) **Visibility:** Indicates the visible range soldiers can effectively see and attack into. If there is no number, range is only limited by the weapon.
- 7) **Mission number:** Each Mission has an identification number.
- 8) **Mission Map:** Located on the reverse side of the Mission card.
- 9) **Mission Map cards:** Spots in the Mission map may require specified Terrain cards.
- 10) **Squad Points:** Indicates the maximum number a player is allowed to build their squad with - determined by totaling the points for each soldier in the division the player has chosen to use for that game.
- 11) **Fireteam Starting Locations:** Indicates where each player can/should start their Fireteams from on the map. Starting Fireteams must be touching the indicated card (including diagonally). Starting Fireteams cannot be placed in "X" or forbidden terrain.
- 12) **Mission Objective/Victory Conditions:** Indicates the number of points allocated for achieving the Mission at the end of the game.
- 13) **Mission Specific Notes:** Indicates special conditions players must be aware of for this Mission.
- 14) **Fireteam number maximum:** If present, indicates maximum number of Fireteams allowed in this specific Mission (normally you may create 1-4 Fireteams).

MISSION CONDITIONS / VISIBILITY

Mission conditions affect the range Fireteams can effectively operate in. If a Mission card contains a sun in the bottom right - the range is only limited by the effectiveness of the weapon itself. If there is a moon or a snowflake in the bottom right of the Mission card, the range is affected by these conditions. The number on the icon indicates any attacks beyond this range must make Double Discipline in a Firing Sequence, even if the weapon is normally able to fire at a longer range.

Night Mission (contains the moon icon): Occurs during the night and limits your Fireteam's ability to see. Star Shell can help temporarily eliminate this problem.

Blizzard Conditions (contains the snowflake icon): Occurs during a snowstorm and limits your Fireteam's ability to see. There are no events or items that can help mitigate this restriction. When Blizzard Conditions exist in a Mission, no fast movement can occur, nor can Double Time be played.



TOKEN CARDS

Token cards are the small cards used in the game. They represent Orders or Command Decisions, Fireteams, or a Supply Truck for the Mission “The Road to Ruin.” Below is a short description of what they do as well as any information on additional special icons they may have that are not covered in the Icon section.

Covering Fire: Placed on a targeted Fireteam and used to indicate the Fireteam in this Terrain is currently using Covering Fire to protect themselves as they move. This token will move with the Fireteam it is attached to until the effect ends.



Entrench: Placed on a targeted Terrain card and used to indicate a Terrain has now been fortified. This token remains on the Terrain unless destroyed by Artillery.



Fireteam Cards (4 per Division): These Tokens are double-sided and used to label your Fireteams, to indicate your Fireteam's place in the Initiative Track, or are used to indicate that Fireteam's movement and position on the map. Each Fireteam card contains a movement arrow to indicate which Terrain card the Fireteam is moving into when they play a Maneuver Standing Order. Players face the arrow in the direction they wish to move. The cards also include Division icons that indicate the division the squad is a part of, as well as a Fireteam number that indicates which number of the 4 allowed Fireteams this Fireteam represents.



Jammed Weapon: Placed on the affected soldier card and used to indicate the weapon of that individual soldier has malfunctioned and won't fire. It is only removed if the jammed weapon is repaired.



Satchel Charge: Two-sided token card used to indicate a bomb has been placed in the occupied Terrain card. This token is only removed if defused or it explodes.



Sighted: Placed on a soldier card and used to indicate a sniper is using his scope. After the first round this card is placed, the targeted sniper soldier may now use the higher lethality indicated on the far right of their Weapon Damage Grid. Immediately remove this token if the sniper un-scopes for any reason.



Smoke: Placed on a targeted Terrain card. This two-sided token card is used to indicate a smoke bomb has been placed in the occupied Terrain card. Smoke may drift to another Terrain and will eventually dissipate.



Starshell: Placed on a targeted Terrain card. This two-sided token is used to indicate the occupied Terrain card has been illuminated.



Stealth: Placed on a targeted Fireteam card and used to indicate the Fireteam in this Terrain is currently hidden in stealth. This token will move with the Fireteam it is attached to until stealth is ended.



Supply Truck: This is a unique Token card for the Mission “The Road to Ruin.” Set this Token card on the Terrain card 73A - “Building” with the green border facing up. The supply truck has a vitality number. This indicates the “health” of this item. If this number is met or exceeded in a single attack, the Supply Truck is broken and must flip to the orange border side. If the Vitality is met or exceeded in a single attack on the side with the orange border, the Supply Truck has been destroyed.



GAME SET-UP:

Number of Players: This game is best designed for 2 players. However, 2-4 players can easily play. One player can run two squads against 2 other players who are on the same side (Axis or Allies). Four different players can each play their own squad - but you must still maintain the dynamic of Axis vs. Allies. Two players representing the Axis or Allied power will work together against 2 other players representing the opposing power.

SAMPLE SET-UP:



SET-UP STEPS

1) Choose the Mission card you wish to play.

Note: Review "Individual Mission game-play rules" before playing.

2) Read the back side of the Mission card to select and set up the corresponding Terrain cards on your playing surface.

Note: Terrain cards can be placed any way players choose.

3) Set the Mission card down to one side of the map. Players choose which side and which direction the Mission card is facing. Once placed, the Mission card should not change as it has a compass on it to indicate directionality.

4) Players choose which nationality they want to play in the game. Both the Axis and Allies must be represented. You may not have Axis countries fight against other Axis countries and vice versa.

Note: You may have the Soviet Union (The Red Army) fight as either Axis or Allies, but then your opponent(s) must choose the opposite side.

5) Players then choose a division from this nationality (see Division Backgrounds in for more specific information on divisions). Players should find all soldiers from the division they wish to play, lay them out, and set the other soldier cards aside. The soldiers from this division are now your squad.

6) Determine the total number of Mission points each player (or team) is allotted to create their squads - this total is suggested on the Mission card. If there is no point total on the Mission card or you are creating your own scenario, players should agree upon the number of points for this game. Soldier point totals are displayed on their dog tag at the top of the soldier card. You will add these points together to get your squad (or team) total. You may be equal to or less than the Mission total.

Point suggestions:

Easy = around 65 points (35 for new players)

Moderate = around 75 points

Hard = around 90 points.

Note: For more historically accurate squad compositions you can utilize:
Soldiers cards #1-10: German Divisions, Polish 3rd Carpathian, Russian 70th Guards, Finnish 5th
Solider cards #1-12: U.S. Divisions, Polish 6th, Russian 45th

Note on team play: when playing as the Axis or Allied side with a partner, each player on a team will build their own squads from their chosen division. However, each player does not get the Mission point total for themselves - rather, the Axis team or the Allied team has that total to share between them.

7) Break your squad into Fireteams. Fireteams can be a minimum of one soldier to a maximum of eight. There can be 1-4 Fireteams per squad in a single Mission unless otherwise noted. For each Fireteam, lay out your soldiers from left to right. If you are playing at the Colonel level of play, you will need to be aware of their traits as you put soldiers next to each other. Some soldiers will affect others. Soldiers are read from left to right when numbering them, starting at 1 and proceeding.

8) Assign each Fireteam a number and a corresponding Token card.

One Token card is placed above the Fireteam corresponding to that Fireteam's squad number - black border facing up. One Token card (with the same number) will represent your Fireteam moving across the map. Put it on the map at a starting location - black border facing up. Some Missions designate starting locations while some will allow players to choose. The last Token card representing a Fireteam is placed aside for use in the Initiative Tracker.

9) The Initiative Tracker is created below the Mission card.

When you have all Token cards collected that represent all Fireteams for this game, shuffle them and randomly lay them one at a time below the Mission card - black border facing up. This creates the Initiative Track and will represent the order in which Fireteams will take their turns throughout a round.

10) Shuffle the core deck and place this above the Mission card - this will become the draw pile. Leave room for a discard pile.

11) At the bottom of the Initiative Track, you will create a Fog-of-War discard pile. This pile will begin during the first Debrief phase.

12) Designate an At-the-Ready pile off to the side of your Fog-of-War pile. This is where you will lay any other cards that will be used as indicated by your Mission card if it contains *At-the-Ready under the Combat Operation.

For example: You may be playing the Mission "Capture the Flag" which has the Artillery card that can be used as a Combat Operation. This card needs to be at-the-ready in case it is used by a player. Note that under the words "Artillery" on the Mission card is the indicator *At-the-Ready.

13) Using the Initiative Track to determine the draw order, draw your hand to the maximum hand size of seven cards.

14) Begin the game by skipping the Assessment phase and starting with the Combat phase. The first Fireteam in the Initiative Track takes their turn by sliding their Token card slightly out of line of the Initiative Track - this is called “activating your Fireteam,” - and taking their two Standard Actions.

INDIVIDUAL MISSION GAME-PLAY RULES

Certain Mission cards have extra game-play features that are used only for those Missions.

***Note:** Anytime an Artillery card is placed as an end-of-round action, it is played orange side up in the At-The-Ready pile.*

“Not in My House” and “King of the Hill” have no extra game-play features.

“Burning Bridges”: The player on the Axis side has a limit of 3-man Fireteams. The Axis player may only start with one Fireteam. New Axis Fireteams arrive on the Axis starting location on the map during each Debrief Phase as an end-of-round action (until all allowed Fireteams are on the map).

“Capture the Flag” and “Random Mission Generator”: After the normal set-up steps listed above, take the Artillery card and set it aside in your At-the-Ready pile. Place this card with the yellow side up - the colored borders indicate actions a player will take with the card. The wording on the card indicates whether the Artillery is loaded and ready to fire, or reloading for the round. In the Assessment phase, the card will flip over due to its yellow border. It will then show the orange border. This color indicates you flip the card immediately after it has been used. Any player has the chance to use the Artillery card on their turn if it is “loaded.” If a player uses the Command Decision titled Combat Operation, then they are firing Artillery and will play accordingly. Once they are done, due to the orange border, they will flip the Artillery card to it’s yellow side to indicate it is reloading. Only one Fireteam per round will get to fire Artillery - so it is in your interest to be farther up the Initiative Track, or to hold on to those Command Decisions titled “Combat Operation.”

***Note:** For the “Random Mission Generator” card, when selecting your random Terrain, take all the Terrain cards and shuffle them. Then, randomly lay them title-side-up in the pattern from the Mission card map. Remember to return the remaining Terrain cards to the core deck and shuffle again. Continue play according to descriptions on the Mission card and all other stated rules.*

“Murder at the Moonless Château”: In this Mission, the player who chooses to be the Allied side must try to rescue the French Resistance Soldier (Lu), while the player who chooses to be on the Axis side must capture or kill her. She is considered captured if the Axis soldiers are able to prevent the Allies from getting Lu back to their original starting Terrain before the deck-timer runs out. When building your map, place the “Lu” Token card on the Château Terrain card. Her Token card will move with the Allied Fireteam Token card that rescues her from the Château.

“The Road to Ruin”: Players can choose who is running the Supply Truck and who is trying to destroy it. Take the Supply Truck Token card and set it aside while you build your map. When the map is built, set the Token card, green border side up, on the Terrain card 73A - Building. In the Assessment phase, the card will move along the green path depicted on the map on the back of the Mission card - but only if the Supply Truck Token card is on the side with the green border (green means go!). To capture the Supply Truck, the opposing Fireteam must damage the Supply Truck, occupy the same Terrain as the Supply Truck, and keep it in its current Terrain for an entire round from when it is damaged.

To damage the Supply Truck, opposing Fireteams must use an Attack Standing Order. If they match or beat the Vitality of 8 on the green side, the Token card flips to the orange side. The truck tires have been blown out and need repair. The truck cannot move in the Assessment phase when this side is facing up. If the opposing Fireteam attacks the Supply Truck again while it is on the orange side, and matches or meets the Vitality of 9, it is now destroyed and they win the game immediately.

Note: *The Supply Truck can only be attacked by Fireteams in adjacent Terrains, or the same Terrain as the Supply Truck Token card, no matter the range of their weapons. In order to repair the Supply Truck so it can begin moving again, the squad protecting the Supply Truck must have soldiers make a Discipline Check. In this unique situation, a Discipline Check costs a Standard Action, which means only two Discipline Checks can be made a turn. The Fireteam trying to fix the truck must occupy the same Terrain card as the Supply Truck to attempt the repair. If the Supply Truck is fixed, immediately turn the Token card over to the green side again. It can now move during the Assessment phase. If the Supply Truck makes it into the last Terrain card marked 11A-Village, the squad running that Supply Truck wins immediately.*

Note: *No Assault can occur in the Terrain that the Supply Truck Token card occupies.*

“The Sky is Falling:” (two-player only): Choose which player is going to run the squad who has soldiers dropping in from the sky. They will be known as the paratrooping squad. When players place the Tokens for the Initiative Track, whoever is playing the paratrooping squad will take all their Fireteam Tokens (except the ones labeling the Fireteams in front of the player) and place them in a pile on their corresponding Initiative Track Token instead of on a starting location. This indicates these Fireteams are dropping from the sky. For each round of play, until all Fireteam Token cards have been added to the map, a Fireteam from the paratrooping squad will try to land on their DZ, drop zone, when it gets to their turn. They will flip CCS for directionality as normal. Be aware, the wind may blow them off course and their drop location is not the desired drop zone. When a you know where they will land, place the correct Token card onto that Terrain (this does not cost a Standard Action). All other play continues as normal while these paratrooping Fireteams make their way to the map.



THE INITIATIVE TRACK:

The Initiative Track is used to indicate which Fireteam is taking their turn in a round. The order of the Initiative Track is not permanent and can change throughout the game.

Note: *The Initiative Track always determines the order of events if players need to determine “who goes first” or “who is affected first” except when executing Command Decisions (see Immediate Action and Execute).*

DIRECTIONALITY IN THE GAME:

In the Assessment phase, and at other times, you have events that may occur and you must determine a direction utilizing CCS.

1 = North

2 = East

3 = South

4 = West

5 - 8 Indicates either nothing occurs (as in the case of wind blowing smoke) or a target is hit (as in the case of Artillery hitting its position or a paratrooper landing on their drop zone).

COLORS BORDERS:

Certain cards contain colors around the border that indicate actions that need to be taken.

Black: No flip is necessary in any phase unless required by some other action or condition. If it is a Token with a condition such as stealth - you remove it when the condition has ended.

Green: Special to Fireteam and Supply Truck Token cards. Indicates movement. Flip over when the movement is ended. For a Fireteam - this is after they move completely into a Terrain. For the Supply Truck - this is when they have broken down from an attack.

Orange: Players must flip the card immediately after the action indicated on the card has been taken, no matter what phase they are in.

Red: Indicates that players must remove the Token card from the board during the Assessment phase as a top-of-round action.

Yellow: Indicates that players must flip the card during the Assessment phase as a top-of-round action.

ROUND ORDER

Of War and Men: WWII is played over a series of rounds. Each round is divided into 3 phases that must be played in order.

1) Assessment phase

2) Combat phase

3) Debrief phase

PHASE DETAILS FOR ROUNDS:

Fireteams are only allowed to have one turn per round. Even if a Fireteam reshuffles the Initiative Track, they do not get an extra turn.

1) Assessment phase (top-of-round): These actions do not count as Standard Actions.

A) Mission specific events may occur as indicated on the Mission card.

For example: A Mission card may indicate wind, which can affect where smoke lies on Terrain cards. Use CCS as indicated on the Mission card to determine which direction it blows. If there is nothing to be affected by the wind, do not flip CCS.

B) Other events, actions, and effects: Review your soldier cards for any traits they have that activate during this phase. Any soldier who has a jammed weapon may make a Discipline Check (a “Field Repair” Command Decision will automatically unjam a weapon without having to use a Discipline Check). Token cards may flip or be removed from the board based on their border color.

C) Players may play Command Decisions (Immediate Actions) at any time during this phase.

D) Draw up to your max hand size of 7. Players draw in order according to the Initiative Track. This is the last action in this phase and signals the end of the Assessment phase.

2) Combat phase (middle-of-round): This is where each Fireteam can take two Standard Actions.

A) Activate the first Fireteam Token card at the top of the Initiative Track by sliding it slightly out of line on the track. This represents that the Fireteam is taking its turn. The activated Fireteam may take up to two Standard Actions by any of the following:

Any of four Standing Orders

Engineering Actions

Placing a Terrain card

Note: *A player may also choose to pass and not take any actions or only use one Standard Action and pass on the other.*

Note: *Once the current player has completed their actions or passed, that player will slide the Fireteam Token card back into the Initiative Track indicating the end of their turn.*

B) Activate the next Fireteam unless you are at the end of the round.

Note: *Any players may play Command Decisions (Immediate Actions) at any point during the Combat phase unless otherwise stated and except during a Firing Sequence.*

3) Debrief phase (bottom-of-round): These actions do not count as Standard Actions.

A) Last chance to play any Command Decisions (Immediate Actions) for this round.

B) This is a good time to reassess the board, your Fireteam locations, your strategy, and perhaps straighten up the map (for those of you out there that like things “ship-shape!”).

C) End the Debrief phase with Fog-of-War. Take the top card of the core deck and place it face down below the last Fireteam on the Initiative Track.

STANDARD ACTIONS

Standard Actions occur in the Combat Phase. Each Fireteam can perform up to two Standard Actions on their turn. You may only use Standard Actions for soldiers in the currently active Fireteam.

STANDING ORDERS:

There are four Standing Orders in this game. Each Standing Order takes one Standard Action and is found at the top of Order cards. They are as follows...

ATTACK:

Allows soldiers in a Fireteam to shoot at an opponent's Fireteam. Before you attack, you should determine if your soldiers are at an effective range and are within line-of-sight! Play Attack as a Standard Action. Choose which enemy Fireteam you are shooting at. They must be within line-of-sight. An enemy Fireteam cannot be attacked more than once by your active Fireteam in a turn.

1) Number of attackers: Use the CCS color of the Attack Standing Order to determine how many of your soldiers can attack. Flip the top card of the core deck and read the result of the corresponding dice color.

***For example:** If the Attack Standing Order from step one is red, flip the top card of the core deck and read the red d4 result. This is how many soldiers in your Fireteam can shoot.*

2) Designate attacking soldiers: Choose which of your soldiers you wish to have fire their weapon. Players indicate which soldier is currently attacking by sliding him forward on the playing surface. Soldiers cannot shoot more than one time during one Attack Order - though if you choose to use both your Standard Actions as attacks - they can take a turn both times (remember that you cannot attack the same enemy Fireteam more than once in a turn, so you would have to be targeting a different enemy Fireteam for your second Attack Standing Order).

***For example:** If in "step 1" the result was a red 3, this would mean 3 soldiers will attempt shots at the enemy. Choose three soldiers from your attacking Fireteam.*

Note: Extra Firing Sequences are not used if there are less soldiers than attacks. If you have two soldiers in the Fireteam, but get a CCS 3, you will still only be able to shoot with both soldiers one time.

Note: If you are playing at the Colonel level, be aware of your soldier's traits. Some traits may force your decision in an attack.

For example: "Trigger happy" means this soldier must be chosen and will always shoot first in any attack this Fireteam makes, whether you want him to or not!

3) Determine Targets: Determine who your attacking soldier is targeting. The defending player should have their soldiers identified from left to right, starting at number 1, 2, and so on. Flip the top card of the core deck into the pile in front of you. The color of CCS used in this step is determined by the size of the Fireteam you are shooting at.

4 or less soldiers = CCS red

5-6 soldiers = CCS green

7- 8 soldiers = CCS blue.

Note: If the enemy Fireteam has 3 soldiers use CCS red. If the result of the flip is a 4, re-flip CCS until you get a valid target. If there are two soldiers, you may use "even" and "odd" to determine who is the target. A CCS result that is an "odd" number can represent soldier 1, while a CCS result that is an "even" number can represent soldier 2. If there is only one soldier, flip one card from the core deck. Regardless of the result, you target that soldier and do not need to flip more cards. Since the deck acts as a timer in this game, you must still flip a CCS result even if the outcome is predetermined - this represents the passage of time.

4) Firing Sequence: These are the cards that are flipped when your soldier is attacking. This indicates the lethality of the weapon being used, the Discipline of the soldier, and the Terrain modifiers that apply to the attack being made.

Note: All cards for the Firing Sequence should be temporarily piled in front of the current player who has played the attack. This helps keep track of the cards being used for this event in case any Random Effects, jammed weapons, or wounds are thrown in the mix. After this event is concluded, place all of these cards on top of the discard pile.

A) Lethality at Range: The range determines the lethality of the weapon your soldier is attacking with. Count the Terrain spaces between your Fireteam and the targeted enemy Fireteam (hopefully you did this before attacking). Do not include the Terrain your Fireteam currently occupies but do include the Terrain the targeted Fireteam occupies. The result is the range. Then look at the soldier card's Weapon Damage Grid for the attacking soldier. Use the range to determine the CCS lethality. Once the CCS symbols for range have been determined, players will flip the designated number of cards from the core

deck into the pile in front of them. Players add the CCS results together as they flip to determine the damage from that soldier's weapon.

For example: If the range is 3, locate the "3" along the Weapon Damage Grid on the soldier card. Next to the weapon range will be one or more CCS symbols. These symbols are used in the Firing Sequence.

For example: Private First Class Evans has a CCS green and a CCS blue at a range of three. Flip the top card of the core deck. Read the green result. Flip the next card in the core deck. Read the blue result and add the blue result to the green result. This total is the damage the weapon deals. (green + blue = lethality)

B) Discipline: You must then subtract Discipline for the attacking soldier.

For example: Private First Class Evans has a Discipline of red. Flip the top card of the core deck and subtract the red result from the total you got using the green + blue CCS results above (green + blue - red).

C) Terrain modifiers: After determining the result of the soldier's lethality and Discipline (green+blue-red), add or subtract any Terrain modifiers for attack and defense for the Terrain that your attacking soldier occupies as well as the Terrain the targeted Fireteam occupies.

For example: if your soldier is on a Hill, he gets a +3 to attack. Then subtract the defense from the Terrain card that the enemy soldiers occupy. If they are in a Road, they receive a +1 to defense, which means you must subtract 1 from your attack. This will end the Firing Sequence (green+blue-red+3-1).

5) Attack Resolution. If the result of the Firing Sequence equals to or is greater than the enemy soldier's Vitality, that soldier is killed. Killed soldiers are removed from the game. If the result is less than the Vitality but equal to or more than the Resolve, that soldier is suppressed. The targeted soldier card will be turned so the suppressed icon is facing up.

Repeat steps 2-5 as many times as needed for each soldier who is able to take an attack.

Note: Jammed weapon, wound, and Random Effect can only occur during the Lethality at Range portion of a Firing Sequence.

Note: Command Decisions cannot occur during any portion of a Firing Sequence.

Note: A Fireteam may attack more than once per round. However, they may not attack the same enemy Fireteam twice (they are on to you - they know you are there - they are taking cover!).

ENTRENCH:

Allows the active Fireteam to fortify the Terrain they are currently occupying. Any Terrain may only have one entrenchment on it at a time. Play Entrench as a Standard Action.

Step 1: Take an Entrench Token card and place it over the Terrain card your soldiers are occupying, under the Fireteam Token card. Entrenching will add a +1 bonus to both attack and defense modifiers in an attack. The entrenchment stays on the Terrain when a Fireteam leaves, allowing it to benefit other Fireteams on either side who later occupy that Terrain - if they can find it.

Note: If a Fireteam moves into a Terrain with an entrenchment on it - they must flip CCS to find and use that entrenchment (remember, this is a piece of land 100 x 100 yards). The leader who is in command of the Fireteam makes a Discipline Check. If successful, they may use the entrenchment. If not, they must proceed as though that token card is not there.

You may remove the Token card if you choose, but you should remember to put it back when you move your Fireteam out of that Terrain. It can be found by other Fireteams. The only way to destroy an entrenchment is to blow it up with Artillery or a Satchel Charge (found on certain Missions).

MANEUVER:

Allows players to move their Fireteams around the map. Fireteams may only move from their current Terrain card into an adjacent Terrain card. Play Maneuver as a Standard Action.

Step 1: Show your Fireteam is moving into a Terrain by flipping that Fireteam Token card to the side with the green border and pointing the movement arrow in the direction of the new Terrain card you are moving into. Now your Fireteam is “on the move” unless you complete Step 2.

A moving Fireteam is easier to hit and suffers a -2 to their defense if attacked by an opposing Fireteam. A moving Fireteam can attack while moving, but soldiers will suffer Double Discipline.

If you choose to play another non-movement Standard Action instead of finishing the movement on this turn, your Fireteam will continue to move into the Terrain as play continues down the Initiative track. Time is passing, so when it becomes their turn again, they will complete their movement into the designated Terrain card without costing the player a Standard Action. It is merely the resolution of the Maneuver Standing Order from the previous turn.

Step 2: (optional) Playing a second Maneuver Standing Order on the same turn will allow a Fireteam to move completely into the chosen Terrain.

Note: *If a Terrain card has the fast-move symbol, this allows the Fireteam to move the entire way into the Terrain card with one Maneuver Standing Order.*

For example: *A Road is very easy to move into and along compared to trudging through a field of Hedgerows.*

RALLY:

Used to order soldiers in your Fireteam to continue fighting if they are suppressed. Play Rally as a Standard Action. Every Rally Standing Order has a CCS symbol (red, green, blue) next to the word “Rally” at the top of the Order card.

Step 1: Flip CCS to determine how many of your suppressed soldiers in your Fireteam may rally.

Step 2: Once you know how many soldiers you can rally, choose the soldiers you wish to rally and turn their cards from the horizontal position of suppressed to the normal vertical position.

Note: *Remember to check individual soldier traits for any restrictions or enhancements.*

ENGINEERING ACTIONS:

These are additional Standard Actions that can be taken that do not require specific cards but instead are paid for by discarding cards from your hand. Each has a specific cost as noted below.

Note: *You may not interrupt an Engineering action to play a Standard Action and then return to the Engineering action.*

For example: *You may not declare you are taking an Engineering action, discard 1 card and draw a new card, play the Standing Order from the new card that was drawn as a Standard Action, then go back and use the other 2 remaining cards to “finish” the first Engineering action.*

Crewing or Sighted: The player may discard one card to have another soldier help feed ammo into a machine gun or make your sniper use their specialized scope, which allows that soldier to use the lethality of the weapon that is indicated on the far right of the Weapon Damage Grid. On the round a player discards a card for this Engineering action, the machine gunner or sniper can still only fire at their normal lethality.

Note: *To indicate crewing, choose a soldier to assist and then place that soldier card under the machine gunner card.*

You can choose any soldier to assist the machine gunner providing their traits do not prevent it. The assisting soldier cannot take any actions while crewing.

Note: *To indicate a sniper is using their scope, place a Sighted Token card on your targeted soldier. Your Fireteam cannot move with a sniper who is scoped or a crewed machine gun.*

Un-crewing or ending Sighting is a free action and can occur at any time. If a soldier who is crewing, or the machine gunner himself, or the sniper who is scoped is suppressed or wounded - they immediately become un-crewed or un-scoped. Remove the soldier who was crewing the machine gun from under the soldier with the machine gun. Place that soldier back in your Fireteam line in their previous positions.

Note: *Be sure to indicate suppression or wound as required.*

Discard and Redraw: A player may choose to discard between 1-3 cards and draw as many new cards as were discarded. The discarded cards cannot also be used for other Engineering actions listed - only for redrawing new cards.

Stealth: Players may discard one card to have their Fireteam go stealth. A stealthed Fireteam may move unseen by the enemy from Terrain to Terrain.

If the Terrain card does not allow for stealth (contains a no-stealth icon) they are no longer stealthy when they move into that Terrain.

If a Fireteam attacks while stealthed, those soldiers receive a +2 attack bonus until the end of that action.

Any hostile action taken by the stealthed Fireteam will break stealth. A hostile action is any of the following Standing Orders or Command Decisions: Attack, Grenade, Lucky Shot, Smoke, and the Combat Operations of Artillery and Satchel Charge.

Fireteams cannot enter stealth if they have been attacked in the Terrain that they currently occupy in that round.

Note: *Moving while in stealth follows normal procedures.*

Recognition: is what players use to see enemy Fireteams that are stealthed. During a Fireteam's turn, as a free ability, they may attempt to see any Fireteams that may be in stealth (blocked line-of-sight prevents Recognition).

Step 1: To use this ability, the player has the soldier who is in command of their Fireteam make a Discipline Check.

Step 2: A successful Discipline Check means the stealthed Fireteam has been discovered (immediately remove Stealth Token card).

A soldier gets to subtract 1 from the Discipline Check result if a stealthed Fireteam is in the illuminated area of a Star Shell.

Until a Fireteam is recognized, an opposing player may not use any Attack Order or any Command Decision against a stealthed Fireteam.

Transfer: (1 card per soldier, up to three soldiers) If your active Fireteam is in an adjacent Terrain to another friendly Fireteam, you can transfer soldiers out of your active Fireteam to that adjacent friendly Fireteam by discarding a card into the discard pile.

Note: *Each one-way transfer costs one card.*

Note: *A soldier may only transfer once per round.*

TERRAIN ACTION:

You may play a Terrain from your hand in any open Terrain spot on the map as long as that spot is adjacent to an already existing Terrain, and is within line-of-sight of the activated Fireteam. This will cost you one Standard Action for that Fireteam.



IMMEDIATE ACTIONS

Immediate Actions occur in any phase unless otherwise noted. They can happen at any time during anyone's turn except during a Firing Sequence or an assault, and unless otherwise noted. They happen immediately when played.

Note: *Players only have 7 cards to use for all Fireteams they control each round, so use them wisely.*

COMMAND DECISIONS:

Each Command Decision is one Immediate Action and is found in the lower-middle of the Order cards. Unless otherwise stated, Command Decisions execute immediately and do not last beyond the Immediate Action or event being affected at that moment.

Act of Valor: You may rally one soldier. Then flip CCS red one time. The result of the flip is the number of Firing Sequences the targeted soldier may use against an opposing Fireteam within line-of-sight (target opposing soldiers as usual by using CCS).

Attention: You may rally all soldiers in a Fireteam and place that Fireteam at the top of the Initiative Track.

Note: *A Fireteam may only activate once per round.*

Chain of Command: Cancel the last CCS number. Flip for a new result - use the same CCS color as the canceled one.

Combat Operation: Execute Mission-specific Combat Operation as indicated on the Mission card (see Mission Specific Combat Operation for more details).

Covering Fire: Play with a Maneuver Standing Order. Any opposing Fireteam that attacks your targeted Fireteam suffers Double Discipline. Lasts until targeted Fireteam's movement is completed. Place the Covering Fire Token card on the moving Fireteam until the move is complete.

Double Time: Your maneuvering Fireteam may immediately complete its move into an adjacent Terrain. Opposing players cannot play Recon on that Terrain.

Evade: Immediately reduce an attack total by the CCS result indicated.

For Example: *Evade red will allow the player to reduce the end total of a Firing Sequence by 1 CCS red result from the core deck.*

Field Dressing: Immediately heal a wounded soldier.

Field Repairs: Immediately repair jammed weapon of targeted soldier. Remove the jammed weapon Token card from the soldier.

F.U.B.A.R.: Immediately cancel the last card played. Choose wisely when you decide to play F.U.B.A.R. as it only cancels the last card played - not the last event. For example, you cannot cancel an entire Firing Sequence by playing F.U.B.A.R. after the total damage has been determined. If you wait until the end, you only cancel the last card being calculated. If you want to cancel an attack, you must play F.U.B.A.R. right after that Attack Standing Order card has been played.

Grenade: Throw or throw back a grenade into an adjacent Terrain. Blocked line-of-sight prevents a grenade from being thrown. Use CCS to determine targeted soldiers and their damage.

Step 1: Flip the CCS strength of the grenade as indicated in the Command Decision text.

Step 2: Apply Terrain attack bonuses or negatives from your occupied Terrain to the above result. This equals the damage dealt to the targeted Fireteam.

Step 3: Flip CCS to determine how many soldiers receive damage from the grenade. Use the size of the Fireteam to determine which CCS result you will read (as in a Firing Sequence).

Step 4: Apply the damage from step 2 to targeted soldiers by using CCS. Flip CCS until you successfully determine damage for the number of soldiers from step 3.

For example: *If you flip CCS and get a 2, then soldier #2 in the targeted Fireteam is hit. However, if your next flip is also a 2, you don't hit that soldier again. You flip CCS until you get a new soldier.*

Note: *Grenades are tricky as they can be thrown back at you! If the targeted player also has a Grenade Command Decision, they can play it immediately and throw the grenade back. In this case, they (instead of you) will then proceed with steps 1-4 above. The strength of the original grenade is what is used for Step 1.*

Intelligence: Look at target player's hand. You may discard one of their cards.

Last Stand: Rally all soldiers in targeted Fireteam and subtract CCS red from each incoming Firing Sequence for the remainder of the round.

Lucky Shot: Immediately suppress a soldier within line-of-sight. Use CCS (based on the size of the targeted Fireteam) to determine which soldier is suppressed.

Marching Order: Reshuffle the Initiative Track during the Assessment or Debrief phase.

Marksman: Targeted soldier can use their weapon lethality at one range closer than their current position.

On the Run: After playing 2 successful Maneuver cards on your Fireteam, you may take CCS red attacks while suffering Double Discipline.

Recon: You may play a Terrain card from your hand (or a Field) into any open map space within line-of-sight of any friendly Fireteam.

Regroup: Your Fireteam may swap places with any other Fireteam in the Initiative Track (friendly or opposing).

***Note:** A Fireteam may only have one turn per round. If they choose to move lower in the Initiative Track, they will not get to go again this round.*

Smoke: Throw a smoke grenade on your occupied or an adjacent Terrain. Place a Smoke Token card on the targeted Terrain and apply all modifiers from that point forward.

***Note:** If there is wind indicated on your Mission card, remember to use CCS directionality to see where the smoke drifts during the Assessment phase. Remember to apply the colored border rules.*

MISSION-SPECIFIC COMBAT OPERATIONS

Artillery: Large caliber guns are called in to bombard a Terrain for damage. Make sure the orange border is showing on the Artillery card in the At-the-Ready pile (next to Fog-of-War). If it is not on the orange side, no artillery can be called because they are reloading. After playing the Combat Operation card, all other cards for this sequence should be piled in front of the current player who has played the Artillery card. This helps keep track of the cards being used for this event in case any other Combat Operations are thrown in the mix.

Step 1: Flip CCS to determine the strength of the Artillery.

1 = blue

2-3 = green

4-6 = red

Step 2: Declare the Terrain card you would like Artillery to target. It does not have to be in line-of-sight of your Fireteam as you are using radio and map coordinates to call it in.

Note: *Make sure you understand how drift works (see step 3 below) before you declare your Terrain target!*

Step 3: Use the strength of the wind from the mission card to determine if it drifts. Drift can occur due to the shifting winds at higher altitudes. (Use the compass on the Mission card for direction.) Drift follows the standard rule: (note that this means a red CCS Wind will always miss the target)

1 = drifts north one Terrain

2 = drifts east one Terrain

3 = drifts south one Terrain

4 = drifts west one Terrain

5-8 = hits the location you targeted

Step 4: Once you know what Terrain card is hit, determine how many soldiers are affected by a CCS flip based on the size of their Fireteam.

Note: *Due to drift, you may have no soldiers to target and can disregard this, BUT you could also potentially hit another adjacent friendly Fireteam, or your own, and you must still determine damage for those soldiers in that case.*

Step 5: Use CCS to determine which of the soldiers in the targeted Fireteam is taking damage.

Step 6: The targeted soldier takes two CCS flips of damage based on the strength of your artillery determined from step 1.

For example: *If you are targeting enemy soldier #3, they take damage for the total of two flips of the CCS color you flipped for the Artillery strength (such as blue + blue).*

Each soldier can only be targeted once, so redraw CCS for any soldiers who have already been hit. Determine if the targeted soldier has been wounded, is suppressed, has been killed, or evaded damage. Take the appropriate action for any such effect. Repeat steps 5-6 for each soldier affected by the artillery (Step 4).

Reinforcements: Immediately draw up to the maximum hand size of 7 cards.

Satchel Charge: Throw a satchel charge into your occupied Terrain or an adjacent Terrain. Indicate this with a Token card. When this bomb explodes, it removes all entrenchments if there are any. The original Terrain card remains the same (except Buildings and Ruins) after you have destroyed entrenchments - just remove the Entrenchment Token card(s). It destroys all Buildings and Ruins - turning that Terrain into a Field Terrain (you swap out the destroyed Building or Ruin Terrain card for a Field Terrain card). Any Fireteams in the Terrain card that the Satchel Charge occupies are all immediately wounded when the Satchel Charge explodes (at the top-of-round when the Satchel Charge is removed from the map). If a soldier is already suppressed, they turn to the wounded horizontal position. If a soldier is already wounded, they are killed. Any Fireteam occupying the Terrain card in which the Satchel Charge is thrown can have a soldier attempt to disarm the charge as a free, Immediate Action on their turn using a Discipline Check. Players must choose the soldier in command of their Fireteam to attempt the disarm (as long as they occupy the Terrain the Satchel Charge is in), but they can only attempt to disarm once per turn. If the soldier attempting to disarm the charge fails, the charge explodes early and that soldier dies immediately. However, he absorbs the blow for everyone else and no other damage is applied to other soldiers.

Star Shell: Fire a shell into the sky that acts as a flare in the form of “stars” which illuminate the Terrain to uncover enemy positions. Choose any location on the map and place the Star Shell Token card on that Terrain - yellow border side facing up. This is like Artillery in that you don’t need line-of-sight to choose a Terrain. It immediately illuminates that Terrain as well as all adjacent Terrains surrounding it. Star Shell cancels the negative range effect of darkness, indicated by a moon on the Mission card, for the Terrain cards it is illuminating. This does not increase the range of your weapon. It just means that if they were in a Terrain card you could not effectively fire into due to darkness, and it is now illuminated, you don’t take the Double Discipline that would normally apply. Star Shell cannot illuminate Terrain in a snowstorm to cancel the negative range for this condition. A soldier gets to subtract 1 from their Discipline Check for Recognition if a stealthed Fireteam is in the illuminated area of a Star Shell.

Note: *In the Assessment phase, flip the Star Shell to the red side. Now, it only illuminates the Terrain it currently occupies.*

At the Assessment phase on the next round, remove the Star Shell from the map. There is no more illumination from this Token card.

EFFECTS/EVENTS/RESTRICTIONS

EFFECTS:

These effects can apply in attacks or when a Fireteam is dealing damage to another Fireteam.

Jammed Weapon: It is possible for a weapon to jam while a soldier is firing. If the jammed weapon icon appears during the Lethality at Range portion of a Firing Sequence, the soldier attacking must immediately halt their attack and can only use the total for their lethality on cards that were flipped BEFORE the jammed weapon icon appeared. You will still apply Discipline and Terrain modifiers. A jammed weapon cannot be used to attack again until it is unjammed.

Random Effect: This applies only during the Lethality at Range portion of a Firing Sequence. If this icon appears, halt the Firing Sequence and check your soldier card (only the soldier who is currently attacking). If this soldier has a Random Effect described in one of his traits, then that event now executes. After the Random Effect executes, unless otherwise stated, continue the Firing Sequence if the soldier is able to do so.

Wounded: If the “wounded” icon appears during the Lethality at Range portion of a Firing Sequence, the targeted soldier will act as “wounded” instead of “suppressed” if you beat his Resolve but don’t outright kill him. If your Firing Sequence happens to result in a negative number, then any wound icon flipped would not apply as this is considered missing. A wounded soldier can move but not attack. You must first heal them with either the Heal Command Decision, or by a soldier in that same Fireteam using their Medic trait if they have it. If a soldier is wounded while your Fireteam is on the move, your team can continue the movement.

Note: To show “wounded,” turn your soldier card horizontally so that the “wounded” icon is facing up.

Suppressed: Suppressed soldiers are ducking down or hiding from the enemy. They cannot move and will prevent a Fireteam from moving until they are rallied. If a soldier in your Fireteam is suppressed while your team is moving, you must halt the movement by flipping the Fireteam Token card back to it’s black bordered side and making sure it is positioned in the Terrain it started its movement from. Suppressed soldiers can still attack but suffer Double Discipline while attacking. Suppressed soldiers cannot be shot at again in the same round in which they were suppressed, since they are ducking down to avoid enemy fire.

EVENTS:

This includes Standing Orders and Command Decisions, but they will not be redefined here. The below items are events that can occur during the game.

Assault: An assault is triggered when two Fireteams from opposing nationalities end up in the same Terrain (note - this triggers when the movement resolves, not when the movement is first declared). The Fireteam who ends up in the Terrain last is the one who is considered to have triggered the assault. An assault event looks like this:

Step 1: Each player sets aside their current hand and takes the soldiers of their assaulting Fireteam into their hand. Organize them from left to right in the order you want your soldiers to fight. Think of this now as a *game-within-a-game*.

Step 2: Players reveal the order of their assaulting soldier cards by placing them down on the table. If you feel it necessary to determine who places their cards down first, use the Initiative Track. Once one player lays down soldiers, no player is allowed to reshuffle their order, either on the playing field or in their hands.

Step 3 (Assault Sequence): Starting with the first soldier from each Fireteam, each player will do a Discipline Check using CCS. To determine who draws their card first for this Discipline Check, use the Initiative Track.

Note: *Before you continue - read step 3.5 on advantage!*

If both soldiers' Discipline Checks are successful, they cancel each other out and nothing happens to those soldiers. If a soldier has a successful Discipline Check result and the other soldier does not have a successful result, the soldier who was successful will kill the soldier who failed the check. Killed soldiers are removed from the game. If both soldiers fail their Discipline Check, nothing happens and players move on to the next soldiers in their lines. If the Fireteams have differing numbers of soldiers, the extra soldiers will flip CCS to determine which opposing soldier they will assault. Base the CCS flip off the number of soldiers in the opposing Fireteam (like in a Firing Sequence). *Once you know the targeted soldier, proceed as normal.*

Repeat step 3 for each soldier in the Fireteam in the order they have been laid out.

Step 3.5: Determine advantage: Advantage means that during the assault sequence, the player with advantage will flip their Discipline Check first and if successful, the opposing soldier does not get an opportunity to fight back (flip their Discipline Check) - they are just immediately killed. If the soldier with advantage was not successful with their Discipline Check, then the opposing soldier will get their attack as normal. A Soldier can have multiple advantages based on the following features. Each player should add/subtract their advantages/disadvantages for each soldier when it is that soldier's turn to assault. The soldier with the higher outcome gets to use advantage. If neither of the soldiers has advantage, continue the assault sequence as normal.

Flanking: If a Fireteam has flanking on the enemy, your soldiers has advantage.

Stealth: If your Fireteam was or is in stealth, your soldier has advantage.

Note: *If your team is the one in stealth, and you choose to trigger an assault, you get 1 round with advantage over the other Fireteam no matter what, even if they had other advantages. In this case, your stealth advantage supersedes all other advantages. After that round, your stealth is broken and you should determine advantage as normal.*

Note: *If your Fireteam is in stealth and established in a Terrain and an assault would be triggered by an opposing Fireteam moving into your Terrain, you have the option to retreat but not be suppressed.*

Terrain: If a Fireteam was already established in the Terrain, your soldiers have advantage. Established in a Terrain means that your Fireteam was not on-the-move during this round. Even if your Fireteam is first in the Initiative Track and ends up in a Terrain before the enemy Fireteam, if you were on-the-move in the round, you are NOT established.

Weapons: If a soldier has a weapon with the advantage icon, that soldier has advantage.

Step 4: At the end of any round (when all soldiers from all Fireteams have gone once), a Fireteam may choose to retreat. Have each Fireteam declare if they are retreating or staying. Use the Initiative Track to determine who declares their intention first.

If the player whose team is retreating was the established Fireteam (meaning they were on the Terrain to begin with and another enemy Fireteam moved in and created the assault), then that Fireteam can move to any empty adjacent Terrain card. If they were the Fireteam that moved into the Terrain and triggered the assault, they must retreat back to the Terrain they originally moved in from. A retreating Fireteam ends up with all soldiers suppressed (the exception is if they were in stealth when the assault was going to be triggered and they retreated instead of engaging in an assault). If a soldier was wounded when the assault began, and their Fireteam retreats, they stay in the wounded position; they do not turn to the suppressed position. If no player chooses to retreat, the assault continues another round.

Note: *Players cannot play Standing Orders or Command Decisions in an assault unless specifically stated otherwise on the card.*

Note: *Random Events, wounds, or jammed weapons do not occur in an assault - this is hand-to-hand melee to the death!*

Note: *Crewed machine guns un-crew for an assault.*

Note: *A sniper immediately loses their Sighted Token card for an assault.*

Note: *Suppressed soldiers stay suppressed in an assault. They can attack but must have two successive Discipline Checks to win their assault. For example, they must flip a CCS result of a 1 or 2 twice in a row.*

Note: *Wounded soldiers cannot attack in an assault. They can only be attacked.*

Note: *Just as in normal play, if your Fireteam loses all its Leaders but chooses to stay in the assault, all remaining soldiers in the Fireteam flip their Discipline Check twice. They have to take the highest result.*

Note: *A Fireteam uses up all their actions when they trigger an assault. At the end of an assault, regardless of the outcome, the Fireteam that triggered the assault is done with their turn.*

Flanking: When one of your Fireteams moves so that it is at or above 90 degrees and less than 180 degrees from another of your Fireteams (you cannot be 180 degrees because then you'd be firing at your own guys!), and the opposing player has one of their Fireteams in the vertex of the line-of-sight for your two Fireteams, AND your two Fireteams are in adjacent Terrains to the enemy Fireteam, then you have achieved flanking for both the above mentioned friendly Fireteams. This grants a +1 to the Firing Sequence of any soldier who is firing from a Fireteam that has flanking. The angle is determined by using the whole Terrain card, not by the line-of-sight icons on the Terrain card.

Example #1

Example #2

The Polish Unit is attempting to Flank the German Unit. The examples show possible Flanking locations of an additional Polish Unit.

Passing: On their turn, a Fireteam can choose to take no action of any kind. The Fireteam can also choose to perform one action and pass on the other.

RESTRICTIONS:

These are overarching rules in the game that players need to be aware of when using their Fireteams.

Fair Play: For the purposes of re-creating the chaos of war, it is required that players reveal their traits to opposing players if those traits would affect the outcome of a situation, even if your opponent doesn't know or remember a restriction or effect, etc. All players are allowed to read all face up cards at any time. Basically - be honest people!

For example: If your soldier has the trait "Noisy" and this would create a modifier to the opposing soldier when they are trying to recognize if your Fireteam is stealthed, you must offer this information to your opponent if they don't remember this trait.

Friendly Fire: While we understand that in real war and battle, friendly fire does occur, for the purposes of our game, friendly gun-fire is not allowed. Therefore, you cannot attack an opposing Fireteam if you have a friendly Fireteam in a Terrain card that is 180 degrees from your attacking Fireteam, regardless of range. This is determined by using the whole Terrain card, not by the line-of-sight icons on the Terrain card.

Line-of-sight: This refers to the ability of your soldiers to see what they are aiming at. Each Terrain card contains a line-of-sight icon depicted as a cross-hairs symbol. You must be able to draw a straight line (use a card edge if you want) from the center of the “cross-hair” icon indicated on the Terrain card the Fireteam is attacking from, to the center of the “cross-hair” icon of the Terrain card the Fireteam is attacking to, with no obstructions by any part of another Terrain card that contains a blocked line-of-sight icon (you are using the actual border of the card itself, not the edges of the graphic map displayed on the Terrain card). If a Terrain card contains the blocked line-of-sight icon, that Terrain card cannot be seen through and therefore not attacked through. If any border of a card with blocked line-of-sight is in the activated Fireteam’s line-of-sight, then that Fireteam cannot attack that direction. If the line-of-sight passes through the intersection of the corners of two cards, it does not block line-of-sight

VICTORY CONDITIONS

The player with the most points at the end of the game wins unless otherwise noted on a Mission card. If a player’s attack total hits or exceeds the Vitality number on a targeted soldier card, that soldier is killed and removed from the game.

At the end of the game, total your remaining soldier card points and compare to the opposing player’s remaining soldier card points. The person with the highest value wins. Teams total their points together against the opposing team’s or individual’s total.

Note: *Many Missions award points for achieving the objective on the Mission card as well. Those points are included in your total point value if you achieved the objective. Some Missions will have an exception to the above rule. The player who achieves the Mission wins - no matter the final total of soldier cards. Read Mission cards carefully for details.*

GLOSSARY

Action: An action is an event occurring over time. There are two types of actions: Standard Actions and Immediate Actions. Standard Actions include Standing Orders, Engineering Actions, and Terrain Action. Immediate Actions are Command Decisions.

Adjacent: Next to or adjoining - this includes diagonally.

Advantage: In an Assault situation this refers to the ability of a soldier to go first in an Assault sequence. If their CCS flip is successful, the enemy soldier they are fighting does not get a chance to do their CCS flip, but is instead killed outright.

Artillery: Large caliber guns are called in to bombard the Terrain for double damage.

Assault: Two opposing Fireteams engage in hand-to-hand, close quarter combat (see the Assault section in the Rule book for how to play this event).

Assessment Phase: The top of the round.

At-the-ready pile: This is a location for cards that may be used for a specific Mission. For example, you may need the Artillery card when playing a Mission.

Attack: A Standing Order to attack the enemy played as one of the two possible actions per fireteam.

Attack(all forms): Used in all lower case forms to indicate one soldier, Fireteam, or Squad inflicting damage on another by any means available in the game.

Blizzard conditions: The Mission occurs during a snowstorm. This limits your Fireteam's ability to see while firing. If your Fireteam Attacks outside this range, they suffer Double Discipline.

Blocked Line-of-Sight: The Terrain will block line of sight, preventing Fireteams from interacting with one another.

Card Command System: A time-based game engine that determines random events, location, and outcomes.

CCS: Abbreviation for "Card Command System".

Colonel level of play: Once you are very familiar with the game, you can add in the soldier traits (strengths and weaknesses located on the right side of the soldier cards). Now you have all parts of the game to consider when creating your battle strategy.

Colored borders: Certain cards contain colors around the border that indicate to the players actions that need to be taken.

Combat Operation: A Mission specific action that is executed when the Command Decision "Combat Operation" is played as an immediate action.

Combat Phase: The middle part of a round. This is where Fireteams can take their 2 Standard Actions on their turn.

Command Decisions: An Immediate Action placed on all Order cards. Players can choose to use the Command Decision instead of the Order at the top of the card - but they can't use both.

Compass: Used to show directions on the Map.

Core deck: The 192 card main deck. Players draw cards for their hand from the core deck. The core deck also acts as a timer for the game (see “Deck Timer”). The core deck is made of Order cards and Terrain cards and utilizes the Card Command System.

Crewing: The player may discard one card to have another soldier help feed the ammo into a machine gun, which allows the machine gunner to use the lethality of the weapon that is indicated on the right side of the Weapon Damage Grid. On the first round that the player discards a card, the machine gunner can still only fire at their normal lethality (so it's more beneficial to take any attacks you want to take before taking this Standard Action).

Debrief Phase: Bottom-of-round. These actions do not count as Standard Actions. Playing Fog of War ends this phase and the round.

Deck Timer: The core deck serves as a timer. Game lengths are determined by how many play-throughs of the deck a Mission indicates are needed.

Defense: A Fireteams ability to withstand an event. A modifier soldiers/ Fireteams receive based on Command Decisions, Standard Orders, Terrain, and soldier traits.

Directionality: Determine the direction for an event (for example, wind blowing, or paratroopers missing their drop zone). 1 = north, 2 = east, 3 = south, 4 = west, 5 - 8 Indicates either nothing occurs (as in the case of wind blowing smoke) or a target is hit (as in the case of Artillery hitting its position or a paratrooper landing on their drop zone).

Discard: Placing a card into the discard pile to indicate it has been used.

Discipline: A soldier's metal strength and fortitude. The higher the dice type, the lower the Discipline. A soldier with a d8 for Discipline, is newer to battle, or is not as seasoned or as tough as a soldier with a d4 for Discipline.

Discipline Check: Using CCS to determine if a Soldier can or cannot complete an action or event. A successful check is a result of a 1 or 2. Each soldier has Discipline on their card.

Disengage: A Fireteam chooses to stop actions directed at one Fireteam to attack another. If a Fireteam cannot disengage due to a soldier trait, they must continue to attack the same enemy Fireteam. However, remember that you cannot execute an Attack Standing Order against the same Fireteam more than once on a turn.

Division: A segment of a nation's military - (101st Airborne, Rangers, etc.).

Double Discipline: Having to flip a soldier's Discipline twice and add the results together for the action or event indicated.

Drop Location: This is the spot on the map that your Fireteam actually lands in for their Airborne Mission.

Drop Zone: This is the spot on the map that your Fireteam is designated to land in for their Airborne Mission (however, due to other conditions they may not hit their target!).

Effects: Includes wounded, suppressed, jammed weapon, Random Effect, and soldier traits that can apply any time Fireteams are dealing damage.

Enemy: Opposing squads, Fireteams, and soldiers.

Engage: A Fireteam chooses an enemy Fireteam to attack and focuses their efforts on that Fireteam.

Entire Round: When play moves from one Fireteam's turn, through the Initiative Track, through both the Debrief Phase and Assessment Phase, and back to the original starting Fireteam.

Engineering Action: These are additional Standard Actions that can be taken that do not require specific cards but instead are paid for by discarding cards from your hand. Each has a specific cost as noted in the rule book.

Entrench: Allows the active Fireteam to fortify the Terrain they are currently occupying. Any Terrain may only have one entrenchment on it at a time.

Established: Your Fireteam was not on-the-move during this round.

Event: This includes Command Decisions, Standing Orders, Firing Sequence, Flanking, and Passing.

Execute: This term refers to how cards reconcile as they are played. In this game, cards reconcile from the top down - just as orders flow from the top commander down to soldiers in the field. For example, if the Standing Order card of Maneuver is played, along with a Command Decision to "Double Time", an opposing player can play F.U.B.A.R. on top of those cards. Because the F.U.B.A.R. card is on the top, it "executes" or reconciles first - thus negating the one card immediately below it. If multiple immediate actions are played on a turn at the "same time", then you must execute them from top to bottom to determine the outcome. As a card is played, it stacks on top of the previously played card, and so on.

Fast-move: This icon means you can have your soldiers move directly into a Terrain card without playing two Maneuver Standing Orders - only one Maneuver Standing Order is required in these cases.

Fireteam: A small group of soldiers made from your squad who are given specific tasks to accomplish within a Mission. A minimum of 1 soldier and a maximum of 8 soldiers are allowed in a Fireteam. Each Fireteam must contain at least one Leader. You build 1-4 Fireteams from your squad.

Firing Sequence: The cards that are flipped when your soldier is attacking (see step 4 in Attack Standard Action). This indicates the lethality at range of the weapon being used, the Discipline of the soldier, and the Terrain modifiers that apply to the attack being made.

Flanking: When one of your Fireteams moves so that it is at or above 90 degrees and less than 180 degrees from another of your Fireteams (you cannot be 180 degrees - or directly across - because then you'd be firing at your own guys!), and the opposing player has one of their Fireteams in the vertex of the line-of-sight for your two Fireteams, AND your two Fireteams are in adjacent terrains to the enemy Fireteam, then you have achieved flanking for both the above mentioned Fireteams. This grants a +1 to the Firing Sequence of any soldier who is firing from a Fireteam that has flanking.

Fog of War: Take the top card of the core deck and place it face down below the last Fireteam on the Initiative Track. This represents the ever growing chaos that occurs on the battlefield and ensures each game is unique. It also prevents any card counting!

Forced Retreat: This is when your Fireteam must abandon the Terrain card they are currently in. Soldiers must retreat backwards or laterally from the Terrain card. You may choose the direction your team moves. If you cannot move legally into any Terrain card, your Fireteam is routed and those soldiers are removed from the game.

Friendly Fire (not allowed): While we understand that in real war and battle, friendly fire does occur, for the purposes of our game, Friendly Fire from gunfire is not allowed. Therefore, you cannot Attack an opposing Fireteam if you have a friendly Fireteam 180 degrees from your Attacking Fireteam regardless of range.

Hand Size: Players may draw up to a maximum of 7 cards each round.

Heal: A Medic can heal a soldier who has been wounded. Return the healed soldier from the wounded, horizontal position, to the regular vertical position.

Hostile Action: Any of the following Orders or Command Decisions: Attack, Grenade, Lucky Shot, Smoke, and the Combat Operations of Artillery and Satchel Charge.

Icon: A graphic representation.

Immediate action: An event that happens at any time during anyone's turn and executes when played, no matter what is going on in the game (unless otherwise noted). See "execute" for more clarity.

In command: Indicates a soldier has the highest rank in the squad. If a squad contains multiple soldiers of the same high rank, a player can choose which soldier is in command.

Initial round: This is the first round of play in your game and no top-of-round actions from the Assessment Phase (other than drawing your hand up to 7 cards which you did as you set up the game) occur in this beginning round. Top-of-round events occur at the start of the second round in the Assessment Phase.

Initiative Track: Part of the playing space. The Initiative Track is used to indicate order of play as well as which Fireteam is currently activated. It also indicates who draws first in any draw situation. The selected Mission card is placed above the Initiative track, while the Fog of War pile will be placed at the bottom. Fireteam token cards are randomly placed in a vertical line between the Mission card and Fog-of-War spot before the game starts.

Jammed Weapon: If a weapon jams in a Firing Sequence, the Firing Sequence ends at the time the symbol appears and that card does not count in the sequence total. You may instantly repair the weapon (using Field Repair) but the lethality portion of the Firing Sequence ends and players move to Discipline and Terrain.

Killed: A soldier is killed if their Vitality score is met or exceeded in an attack. Killed soldiers are removed from the game and not calculated for final point totals.

Leader: Any of the following rank: Captain, Sergeant, Corporal, Private First Class.

Lethality: This is the effectiveness of your weapon at a certain range. It is indicated by the CCS icons in a row next to the range. Certain soldiers (snipers and machine gunners) have a stronger lethality they can activate. This is indicated by different CCS icons on the right side of the Weapon Damage Grid. Players use this part of the grid if they activate this mode of play by using an Engineering Action as one of their Standard Actions on their turn.

Lieutenant level of play: After you get used to the game, the Command Decisions (Immediate actions found on the lower-middle of the Order cards) can be utilized. This adds another layer of strategy and complexity into the game.

Line-of-Sight: This refers to the ability of your soldiers to see what they are aiming at. Each Terrain card contains a Line-of-Sight icon depicted as a cross-hairs symbol. You must be able to draw a straight line (use a card edge if you want) from the “cross-hair” icon indicated on the Terrain card the activated Fireteam is currently occupying, to the “cross-hair” icon of the Terrain card the activated Fireteam is attacking without passing any part of a card that contains a blocked line-of-sight icon. If you can do this, then your Fireteam has a clear line-of-sight and can continue with their action. If a Terrain card contains the blocked line-of-sight icon, that Terrain card cannot be seen through and therefore not attacked through.

If the line-of-sight passes through the intersection of the corners of two cards, it does not block line-of-sight.

Man-made Terrain: A Terrain that has man-made features: building, road, railroad, village, etc.

Maneuver: Allows players to move their Fireteams around the map. Fireteams may only move from their current Terrain into an adjacent Terrain card.

Merging: If your Fireteam was to enter the same Terrain as another friendly Fireteam, they merge and become one Fireteam. This can only occur if you will not exceed the maximum of 8 allowed soldiers per Fireteam.

Mission: The objective of the battle, including victory conditions, modifiers, the map, and Mission specific events.

Mission point total: Each Mission has an allotted amount of points that players may use when building their squads.

Modifiers: Indicate a positive or negative number to be applied when determining results for Firing Sequences and other events or effects.

Nationality: Represents what nation your soldier is fighting for.

Night Missions: Missions that occur during the cover of night. Because it is dark out, Fireteam's are limited in the range of their attacks. If they attack beyond the range indicated on the Mission card, they suffer Double Discipline.

Order Card: These cards are used to control each Fireteam and help comprise the core deck. Think of them as the orders given from a commander to his troops. Each Order card has the Standing Order at the top of the card while Command Decisions are located in the lower-middle of each Order card.

Passing: A Fireteam can choose to take no action of any type.

Private level of play: For the first time player it is recommended that you use only the Standing Orders on the Order cards (located at the top of the Order card) without using any of the Command Decisions (Immediate actions found on the lower-middle of the Order cards) or any of the soldiers' traits (strengths and weaknesses located on the right side of the soldier cards) until you get more familiar with the mechanics of the game.

Rally: When your troops are being suppressed or routed, they need leadership to bring them back together and encourage them to keep fighting. Play "Rally" when you need to un-suppress soldiers so they can keep up the fight.

Random Event: If you soldier has a trait that affects his attack or any action, and this icon appears during his Firing Sequence, that trait is automatically activated.

Range: This is how far apart your Fireteam is from another Fireteam. It is determined by Terrain cards. You do not include the Terrain card your Fireteam currently occupies. You do include the Terrain card the opposing Fireteam currently occupies. Diagonal still counts as only one range increment.

Rank: A classification of position and achievement in the armed forces.

Recognition: A soldier who is in command in a Fireteam attempts to locate a stealthed Fireteam using a Discipline Check.

Resolve: This represents a soldier's guts, determination, and courage.

Restrictions: Rules of the game that define Fair Play, Friendly Fire, and Line-of-Sight.

Retreat: You choose to move your Fireteam out of an Assault. You must either return to your previously occupied Terrain card, or if this is the Terrain card you started in and an enemy Fireteam moved in to begin an Assault, you may retreat to any adjacent Terrain card.

Round: Indicates all actions from the Assessment Phase through the Debrief phase for each player has occurred. Fireteams are only allowed to have one turn per round.

Routed: This means that your soldier runs from the battle. This occurs if a soldier who is suppressed has their Resolve met or exceeded during an attack. Remove routed soldier cards from the game.

Satchel Charge: Throw an explosive device made from TNT into your current Terrain or an adjacent Terrain to destroy Entrenchments or destroy Building and Ruins to turn that Terrain into a Field.

Sighted: This is when a player discards a card to create an Engineer Action to use their scope and increase their weapon's lethality.

Smoke: Throw a smoking bomb on your current Terrain card or an adjacent Terrain card. When smoke is thrown, place a smoke Token card on the Terrain with the yellow border facing up.

Soldier: These are the individual soldier cards that make up your Fireteam.

Soldier card points: Each soldier has a point total found on their dog tag on the soldier card which is used to calculate totals for victory conditions and for Fireteam creation.

Squad: A group of soldiers within a division who help carry out Missions. Your squad is made from your division.

Squad Points: The number of soldier points a player or team (Allies or Axis) is allowed to use to create their Fireteams.

Standard Action: An event that happens over time. Fireteams are only allowed 2 Standard Actions on their turn.

Standing Order: A Standard Action a Fireteam can make on their turn. There are four: Attack, Entrench, Maneuver, Rally. They are located at the top of the Order card.

Star Shell: Fire a shell into the sky that releases ammunition in the form of “stars” that illuminate the Terrain to uncover enemy positions.

Starting Location: Positions Fireteams are allowed to start game play from - indicated on the map on the selected Mission card.

Stealth: Actively hiding so as to be undetectable by opposing Fireteams.

Suppressed: A soldier is ducking away from, cowering, or actively avoiding enemy fire. A suppressed soldier cannot move, but can attack; however he must use Double Discipline.

Terrain Card: Terrain Cards are the land in which the battle is being fought. These cards are laid out horizontally and are used to create and fill in the map. One Terrain card represents a 100x100 yard piece of land.

Token Card: A half-sized card that can be placed on the full-sized Terrain cards.

Top-of-round Action: This represents an event that occurs during the Assessment phase. The top-of-round action that ends the Assessment phase is drawing your hand up to it's max size of 7.

Transfer: If a Fireteam is adjacent to another friendly Fireteam, you can transfer soldiers from one team to another by discarding a card as an Engineering Action. Each one-way transfer costs one card. A soldier may only transfer once per round. Only the active Fireteam can have soldiers transfer.

Turn: This refers to the activation of a Fireteam. In a turn - a Fireteam can take up to two Standard Actions, as well as Immediate Actions.

Visibility: This is the visual range a Fireteam can see and therefore make effective attacks from (see Mission Visibility Notes for more details).

Vitality: A numerical representation of the life force of a soldier.

Weapon Damage Grid: This is found on the middle, left side of the Soldier Card. It indicates the CCS damage their weapon does at each range indicated.

Wounded: A soldier who has taken a wound due to combat. A wounded soldier can move but not attack.

DIVISION INFORMATION

U.S. 5th Rangers

The 5th Ranger Battalion was active in September of 1943 through October of 1945. They were instrumental in securing the beaches at Normandy - most notably Omaha. Here they battled overwhelming machine gun and mortar fire to open the way for reinforcements to follow and expand the beach-front. This is where the now famous battle call, "Rangers, lead the way" came into existence.

U.S. 101st Airborne

The 101st Airborne Division has been active since 1918. Known as "The tip of the spear," the Airborne has been instrumental in U.S. military land-based operations, including Operation Market Garden and Operation Overlord in WWII. They are renowned for their highly trained, mobile teams that have been in the vanguard of military conflicts around the world.

German 352nd Infantry "Pegasus" Division

The German 352nd Infantry was formed in occupied France in November of 1943 with a mission to prepare for defending the "Atlantic Wall" near Normandy. Made up of experienced soldiers from disbanded units and seventeen-year-old conscripts, they were given the 53KM long "Bayeux" zone of the Normandy coast to defend against the Allies.

German 15th Infantry Division

Formed originally in 1934, and then renamed in 1935, this division fought in the Invasion of Poland as well as the Battle of France. They were eventually destroyed during a Soviet Offensive in 1944. A new division was raised, but surrendered to the Red Army in 1945.

The Red Army 45th Rifle Division

The 45th Rifle Division was part of the Red Army Infantry formed during the Russian Civil War in 1919. Their mission was to defend the mid-Volga River Islands. In 1942, however, they were deployed to the Battle of Stalingrad, before being sent to Norway. Stalin gave them the honorable name "Pechenga."

The Red Army 70th Guards

Created in the aftermath of the Battle of Stalingrad, the division stopped two German Panzer Corps of the 9th Army. They also liberated the Ukrainian town of Glukhov, and fought through the Carpathian Mountains in early 1945. They were awarded the Order of Lenin and the Red Banner.

Polish 6th Infantry

Formed in 1919, the 6th Infantry fought in the Polish-Ukrainian war, after which most of the soldiers were sent home in 1921. In 1939, they were re-formed to fight against the German 5th Panzer Division. They capitulated on Sept. 20th after valiant effort with only 3000 men and zero artillery or heavy machine guns remaining.

Polish 3rd Carpathian “Christmas Tree” Division

Formed in 1942 from the Polish Independent Carpathian Brigade and soldiers evacuated from Russia, the Polish 3rd fought on the Italian front and in North Africa as part of the British 8th. After the war, many of the soldiers chose not to return to Communist Poland, staying in England. They were commanded by Stanislaw Kopanski and Bronislaw Duch.

Finnish Army II Corps - 5th Division

(Kickstarter Exclusive for 1st Edition of “Of War and Men: WWII”)

The Finnish II Corp, along with the III Corp, were organized into the Army of the Isthmus prior to the Soviet invasion known as the Winter War in 1939. The II Corp was under the leadership of Lieutenant General Harald Öhquist. Prior to WWII, their forces had been conscripts under Soviet rule or volunteers who adopted German tactics and military principles. The 5th Division was stationed on the Mannerheim Line.



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Special Thanks: Mark Delorenzo, Matt Holden of Indie Game Alliance for all the amazing advice (including the goat), Jaakko Isoniemi: Journalist from Helsinki, Finland for research on our Finnish names, Brilliant Games for helping us through our first ever game development process, all our family and friends for putting up with us through this crazy, fun time, any person we asked (forced?) to sit down to play the game and give us feedback, and all of our *Kickstarter* backers that helped make our flagship game a reality.

"A red five - seriously!?" - Price during a play-testing session.

I still think you should have this, not in the game, but off to the side and ready. Because as we all know, (everybody now--) "Red Five [is] standing by." *big grin*

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